# Pablo Villalba Teresa

## Games Programmer

(+34) 663 311 001 pablovillalbadev@gmail.com linkedin.com/in/villalbate villalbate.qithub.io



#### **SKILLS**

Languages: English (Fluent), Spanish (Native)

Programming Languages: C++, C, C#, Html5, Kotlin, Python, Swift, Flutter

Computer Graphics: OpenGL, DirectX 12, GLSL, HLSL

Game Engines: Unreal Engine 4, Unity

Other Skills: Visual Studio, Render Doc, Perforce, Git

#### **EDUCATION**

#### Sheffield Hallam University 2020 - 2021

Computer Science for Games, BSc (Honours)
(Final year only. Course continued from ESAT, a full degree is given upon its completion)

### ESAT (Escuela Superior de Arte y Tecnología) 2017 - 2020

Computing with grade **MERIT**, BTEC Level 5 HND

Relevant modules

- Networking DISTINCTION
- Final Project MERIT
- Artificial Intelligence MERIT
- Unity3D MERIT
- Unreal Engine 4 MERIT
- 3D Graphics Engine MERIT
- App Development Frameworks DISTINCTION

Cambridge House Community College 2015 - 2017

A-Levels

El Plantio International School 2007 - 2011

**IGCSE** 

#### **EXPERIENCE**

#### Playshore 2021 - Present

Programmer and Team lead

I began my journey at Playshore in 2021 as a Junior Programmer, where I contributed to the development of mobile video games and gained proficiency in various programming languages and tools. After a year I was promoted to Mid programmer and Team lead.

#### Angry Avocado 2019 - 2020

C++ Game Programmer

I worked in the game Sun Warriors as one of the students in Angry Avocado, a student studio inside ESAT, for our Final project. Sun Warriors is an arcade multiplayer (both local and online) shooting game developed with Unreal Engine 4. During its development I worked on:

- All of the pickups and their spawners
- A showcase map where we could test every functionality of the game
- Player UI with their animations
- Player interact system
- Some of the player's weapons such as mines or bombs
- Optimization to improve the game's performance

#### **ACHIEVEMENTS**

#### Sun Warriors, ESAT

Published game on Steam (Early 2021) - <u>Trailer</u>

Unreal Engine Student Showcase Fall 2020 (Minute 1:19) - Video

References available upon request